

Qualitative Analysis

For qualitative analysis the authors decided to go with thematic analysis using atlas.ti

A post test interview script was created keeping in mind the things we wanted to gauge which might help answer our research questions. Apart from open-ended questions there are also specific questions. The interview scripts served as a guiding tool more than a definitive tool while asking questions to the participants.


The link to the interview script could be found here

 Interview Script

All the interviews were transcribed using a speech-to-text tool. The authors further edited the transcripts to remove inconsistencies due to the use of an external tool.

After going through those transcripts initially 173 codes were generated. After further iterations the codes were either merged together or removed and the final version of the codebook has 91 codes.

The link to the code book is below

 CodeBook CS594

Based on these codes, the authors started assessing the quotations associated with these codes to come up with themes. Initially 7-8 themes were identified, which were further reduced to 3 relevant themes.

- **Although not everyone agreed with that VR improves learning retention but they did agree that it's very engaging and fun and hence they might continue learning** *"so VR was like I enjoyed it because it was very new and it was it was fun and in VR there was this this setting where this lady was standing in front of me and teaching me and I kind of like that"*
- P1

"both of them were fairly new to me but I still found that since I've been using apps for a long while I was more comfortable with the app initially but then over the course of the study I have kind of grew fond of the VR" - P4

"I found that with the VR thing it was much more fun to learn new Concepts because it felt like you were talking to real people and it was in like new settings so that was definitely something that I really like about the whole experience" - P8

- **People with glasses found it more difficult to conduct the experiment through VR and even people who did not have glasses found it cumbersome after a few while** *"I have glasses as a myopic so that can be a friction point because I will have to wear lenses every time we can accommodate classes hold kind of a thing for your VR that would be great"*
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P2

"VR headset was comfortable to use for short amounts of time but for longer durations since I have glasses that kind of interfered with how the ergonomics of the headset works so it was not exactly very comfortable over longer amount of time" - P3

"The VR headset was really good. But I would not wear it often for extended periods of time. It was kinda straining to the eyes." - P7

- Most people found that the app was fairly ease to use. The bite sized tutorials and the ability to track which Mondly offered both on VR and on app was something which helped them stay on the wagon

"I think it was kind of need that because track the progress through different mediums and it was definitely fun to learn a new language and do the study yes all in all I would say like it was a positive experience and because it was for the study I could give time to do it because I was obligated but otherwise I have failed to learn newer languages" - P8

"Yes I did find the app easy to use like I mentioned before and for me I would say on a scale of 1 to 10 it should be a 9" - P5

The interview transcripts could be found in the external links after the results.